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Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A method for use by a network server that streams content over a network to a network receiver, the method comprising:
 - providing remote network node interface instructions for submitting remote network node content;
 - transmitting the remote network node interface instructions to a remote network node that is independent of a user;
 - receiving a request from the remote network node via the transmitted interface instructions to modify a play list, the request including remote network node content information and identification information of a-the user, the play list being associated with the user identified by the identification information;
 - modifying the play list associated with the user to include a reference to the remote network node content, the play list identifying content for streaming delivery to a network receiver associated with the identified user; and
 - causing streaming of the remote network node content to the network receiver associated with the identified user as part of the content for streaming delivery based on the modified play list.
2. (Previously Presented) The method of claim 1, wherein the remote network node content comprises at least one of audio data and video data.
3. (Original) The method of claim 2, wherein the audio data comprises a voice mail message.

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4. (Previously Presented) The method of claim 2, wherein the remote network node content comprises a reminder.
5. (Cancelled)
6. (Cancelled)
7. (Previously Presented) The method of claim 1, wherein the play list identifies generic, shared content in addition to the remote network node content.
8. (Previously Presented) The method of claim 1, further comprising determining whether the remote network node is authorized by the user to submit content.
9. (Previously Presented) The method of claim 1, further comprising:
 receiving play scheduling information for the content based on the interface instructions;
 and
 modifying the play list based on the received play scheduling information.
10. (Previously Presented) The method of claim 9, wherein receiving play scheduling information comprises receiving a number of times to stream the remote network node content.
11. (Previously Presented) The method of claim 9, wherein receiving play scheduling information comprises receiving a specified time to stream the remote network node content.
12. (Previously Presented) The method of claim 9, wherein receiving play scheduling information comprises receiving a priority for streaming the remote network node content.
13. (Previously Presented) The method of claim 12, further comprising

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based on the received priority, terminating streaming of currently streaming content and initiating streaming of the remote network node content.

14. (Cancelled)

15. (Currently Amended) A system for use by a network server that streams a content over a network to a network receiver, the system comprising:

play lists associated with different respective users, the play lists identifying content for streaming delivery to network receivers associated with the respective users;

instructions for causing a processor to receive a request from a remote network node to modify at least one play list of the play lists, the request including received content and identification of one user of the different respective users, the one play list being associated with the one user, the remote network node being independent of the one user; and

instructions for causing a processor to modify the one play list associated with the one user to include a reference to the received content.

16. (Previously Presented) The system of claim 15, further comprising a stream generator for streaming content to the one user based on the play list associated with the one user.

17. (Previously Presented) The system of claim 15, further comprising instructions for causing a processor to transmit interface instructions to the remote network node, the interface instructions for receiving identification of content designated by a content submitter and transmitting the identification to the network server.

18. (Currently Amended) A computer program, disposed on a computer readable medium, for use by a network server that streams content over a network to a network receiver, the computer program including instructions for causing the server processor to:

receive a request from a remote network node to modify a play list, the request including identified content and identification of a specific user at a node of the network other than the

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remote network node, the play list being associated with the specific user, the remote network node being independent of the specific user; and

modify the play list associated with the specific user to include a reference to the identified content, the play list identifying content for streaming delivery to a network receiver associated with the specific user.

19. (Previously Presented) The computer program of claim 18, further comprising instructions for causing the processor to stream the identified content to the network receiver associated with the specific user as part of the content for streaming delivery in accordance with the play list.

20. (Cancelled)

21. (Previously Presented) The computer program of claim 18, further comprising instructions for causing the processor to determine whether a submitter of the identified content is authorized by the specific user to submit content for the specific user.

22. (Original) The computer program of claim 18, further comprising instructions for causing the processor to:

receive play scheduling information for the identified content; and
modify the play list based on the received play scheduling information.

23. (Previously Presented) The computer program of claim 18, further comprising instructions for causing the processor to:

provide interface instructions for submitting content; and
transmit the interface instructions to the remote network node.

24. (Currently amended) A computer program, disposed on a computer readable medium, for facilitating content streaming over a network to a network receiver, the computer program

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~~graphical interface for receiving input from a remote network node, the graphical interface~~
including instructions for causing a processor to:

receive input from the remote network node including ~~identified remote network node~~
content and user information for modifying a play list associated with the user;

receive input from the remote network node identifying ~~a the~~ user to receive streaming
delivery of the ~~identified remote network node~~ content; the user being a network node other than
the remote network node;

form a request at the remote network node to modify ~~a the~~ play list of the user to include
the ~~identified remote network node~~ content; and

transmit the request, the input including the ~~identified remote network node~~ content and
the input identifying the user to ~~a the~~ network server.

25. (Currently Amended) The ~~graphical interface computer program~~ of claim 24, further
comprising instructions for causing a processor to:

receive input from the remote network node identifying play scheduling information for
the ~~identified remote network node~~ content; and

transmit the input identifying play scheduling information to the network server.

26. (Currently Amended) The ~~graphical interface computer program~~ of claim 24, wherein the
~~graphical interface computer program~~ comprises instructions for a graphical interface defined by
markup language instructions.

27. (Cancelled)